

XS215

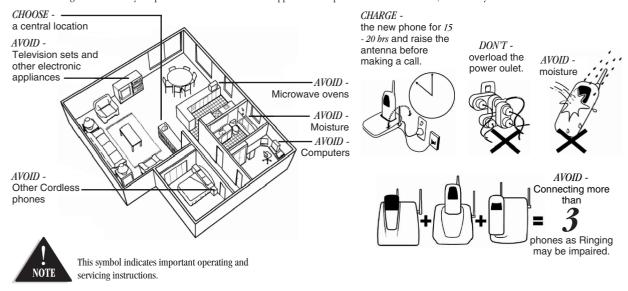
2.4GHz
Caller ID
Rocket Dial

Uniden

## **INSTALLATION & SAFETY**

#### **Choosing the best location for your XS215**

When choosing a location for your phone there are a number of appliances the phone should not be near, and areas you should avoid.





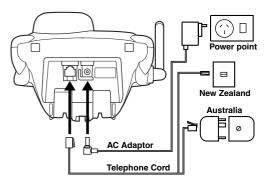
This page is a very condensed version of the Owners Manual. It is designed to allow you to get your phone installed and operating as quickly as possible - however it does not attempt to explain any of the advanced features of the XS215.





## **Installing** the Base Unit

- Plug the telephone cord into the Base Unit, then into the telephone socket on the wall.
- Plug the AC Adaptor cord into the Base Unit, then the AC Adaptor into the wall power point.
- Press the AC Adaptor cord into the curved recess under the Base Unit.
- Raise the antenna.





Make sure the AC Adaptor remains switched ON at all times.

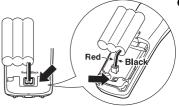
Use only the Uniden AC Adaptor supplied with this unit.



## Installing the Handset Battery

Press the battery cover and slide it off.





 Connect the battery plug to the socket in battery compartment.

Make sure the plug is the right way round. Press firmly until it clicks into place.

• Position the battery in the compartment and slide the back cover into place.



Place the handset on the base Unit and charge it uninterrupted for 15-20 hours.





## Making a Call

- Pick up the handset and press Talk.
   Dial the phone number
   OR
- Dial the phone number then press  $\bigcirc$  talk .
- To hang up press end
   OR
   Place the handset on the base Unit.

## Answering a Call

- Handset on Base Unit:
   Remove the handset from the base and speak (Auto Talk).
- Handset off the Base Unit:
  Press (talk) and speak.
- **To hang up** press end or place the handset on the base unit.

## Storing a Number

Please refer to pages 16 & 17 for details of how to store numbers in your phone's memory and how to call stored numbers



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## **COMPANY PHILOSOPHY**

To bring outstanding wireless communication products to people's lives throughout the world.

## **FEATURES**

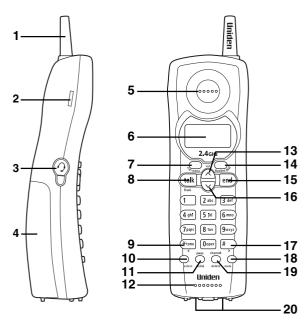
- 2.4 GHz Extended Range Technology
- 3 Line Backlit Display
- Caller ID
- · Rocket Dial
- 20 Number Memory Dialing
- 32 Digit Redial
- · Flash and Pause
- Beltclip

- Page/Find handset
- Up to 7 Hour Talk Time
- 14 Day Standby Time
- · Handset Earpiece and
- Ringer Volume Control
- Hearing Aid Compatible
- 20 Channel Autoscan
- Headset Compatible

Be sure to visit our web site: www.uniden.co.nz

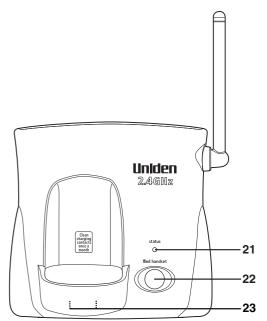
www.uniden.com.au www.uniden.co.nz

## **CONTROLS AND FUNCTIONS**

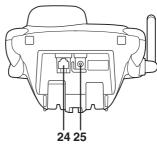


- 1. Handset antenna
- 2. Beltclip hole
- 3. Optional headset jack
- 4. Handset battery compartment
- 5. Handset earpiece speaker
- 6. LCD display
- 7. cid/menu key
- 8. (talk)/flash key
- 9. \*/tone / < key
- 10. select key
- 11. (redial) /pause key
- 12. Handset microphone and ringer speaker
- 13. **vol** key
- 14. (Rocket Dial) key
- 15. end key
- 16. **vol∨** key
- . 17. # /> kev
- 18. mem key
- 19. delete /channel key
- 20. Handset charging contacts
- \*/tone and @/oper
- (tone and oper) are
- not functional in New
- Zealand or Australia.

CONTROLS AND FUNCTIONS



- 21. status LED
- 22. (find handset) key
- 23. Base charging contacts
- 24. Telephone line jack
- 25. DC IN 9V jack



**CONTROLS AND FUNCTIONS** 



For optimum performance, be sure to return the handset to the base unit after a telephone call.

### **BATTERY MAINTENANCE**

#### **Battery use time (per charge)**

From fully charged (15-20 hours charge time)

- Up to seven hours continuous use during talk mode
- Up to fourteen days when the handset is in the standby mode

#### Low battery alert

When the battery pack is very low and needs to be charged, the phone is programmed to eliminate functions in order to save power. If the phone is not in use, Law Battery appears on the LCD and none of the keys will operate.

If the phone is in use, 'Low Battery' flashes and the handset beeps. Complete your conversation as quickly as possible and return the handset to the base unit for charging.

Low Battery



The names and the numbers stored in the memory locations are retained for up to 30 minutes while you replace the battery pack. Every 2 years replace the battery with a Genuine Uniden BT905 Battery.

#### Cleaning the charging contacts

To maintain a good charge, it is important to clean the charging contacts on both the handset and base unit once a month. Use a dry cloth or pencil eraser to clean.



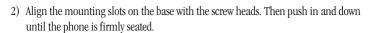
**GETTING STARTED** 

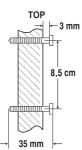
## **DIRECT WALL MOUNTING**

You can mount your phone directly to the wall. Before doing this, consider the following:

- Avoid electrical cables, pipes, or other items behind the mounting location that could cause a hazard when inserting screws into the wall.
- Mount your phone within reach of a working phone jack.
- Make sure the wall material is capable of supporting the weight of the base and handset.
- Use #10 screws (minimum length of 1 cm) with anchoring devices suitable for the wall material where the base unit will be placed.
- 1) Insert two mounting screws into the wall, (with their appropriate anchoring device),  $8.5\,\mathrm{cm}$  apart.

Allow about 3 mm between the wall and screw heads for mounting the phone.







To protect you against misbilled calls which might result from your phone being activated by other equipment, the cordless phone has **Auto Secure** feature electronically locks your phone when the handset is in the base. Also, the **Random Code** digital security which automatically selects one of over 262,000 digital security codes for the handset and base.

#### CHANGING THE DIGITAL SECURITY CODE

The digital security code is an identification code used to connect the handset and the base unit. Normally, setting the code is not necessary. The first time you charge your handset, the security code is automatically set.

In the rare situation that you suspect another cordless telephone is using the same security code, you can change the code.

- 1) Remove the handset from the base unit. Press and hold (find handset) on the base.
- 2) While holding (find handset), place the handset on the base unit, and leave the handset on the base for more than 3 seconds. A new random security code is set.

### INSTALLING THE BELTCLIP

#### To attach the beltclip

Insert the beltclip into the holes on each side of the handset. Press down until it clicks.

#### To remove the beltclip

Pull both sides of the beltclip to release the tabs from the holes.

#### **HEADSET INSTALLATION**

Your phone may be used with an optional headset, the Uniden HS910.

To use this feature, insert the headset plug into the headset jack.

Your phone is ready for hands-free conversations.

(Headset may be purchased by calling the Uniden Service Division or visiting the web site, or through your local retailer.).



**GETTING STARTED** 



Refer to page 31 "Setting Menu Options" to turn Off the Auto Talk feature if desired.

## MAKING AND RECEIVING CALLS

	Handset On Base	Handset Off Base			
To answer a call	Pick up the handset (Auto Talk) or pick up the handset and press Talk.	Press (talk), any number, (*/tone) or (#) keys (Auto Talk).			
To make a call	1) Pick up the handset. 2) Press Talk. 3) Listen for the dial tone. 4) Dial the number.  OR 1) Pick up the handset. 2) Dial the number, then press Talk.	1) Press talk. 2) Listen for the dial tone. 3) Dial the number.  OR  Dial the number, then press talk.			
To hang up	Press end or return the handset to the base (Auto Standby).				
To redial	1) Pick up the handset. 2) Press Talk. 3) Listen for the dial tone. 4) Press Tedial.  OR 1) Pick up the handset. 2) Press Tedial, then press Talk.	1) Press talk. 2) Listen for the dial tone. 3) Press redial.  OR  Press redial, then press talk.			

## ADJUSTING THE HANDSET RINGER AND EARPIECE VOLUME

#### Handset ringer tone and volume

Press riangle or riangle in standby mode to select one of five ringer tones and volume combinations.

#### **Earpiece volume**

Pressing  $\bigcirc$  or  $\bigcirc$  during a call will change the earpiece volume of the handset. This setting will remain in effect after the telephone call has ended.



#### **Temporarily Mute Ringer**

If the handset is off the base, simply press end to temporarily mute the incoming ring. The call will not be answered, and the ringer will sound with the next incoming call.

## TRAVELING OUT-OF-RANGE

During a call, as you begin to move your handset too far from your base unit, noise increases. If you pass the range limits of the base unit, your call will terminate within 1 minute.

## SELECTING A DIFFERENT CHANNEL

If you encounter interference while using your phone, you can manually change the phone's channel for clear operation. This function works only when the phone is

in use. Press **delete /channel**. "Scarin in graphears on the display, indicating the phone is changing to another channel. There are up to 20 channels to choose from.

### **PAGE**

To locate the handset, press (find handset) on the base. The handset beeps for 60 seconds. Paging is canceled when pressing any key or the handset is returned to the base.





You can cancel paging by pressing (find handset) on the base.



**BASICS** 



You must subscribe through your local telephone company to receive the Call Waiting service.



You must subscribe to voice mail service from your telephone company in order to use this feature. The voice mail company will provide you with the access number.

## FLASH AND CALL WAITING



If the call waiting tone sounds during a call:

**AUSTRALIA:** Press talk **/flash**, then ② to switch between callers.

**NEW ZEALAND:** Press **talk /flash** to switch between callers.

### **VOICE MAIL WAITING INDICATOR**

If you subscribe to voice mail service, you can use your cordless telephone to access your voice mailbox. The **status** light on the base of your phone flashes whenever you have messages waiting in your voice mailbox. Just program the (Rocket Dia) key with your access number and you can get your messages at the touch of a button. (The voice mail service provider will supply you with the access number. This number may be simply a phone number. Refer to the provider's literature.)

You may need to occasionally reset the indicator if it remains On after you have retrieved your messages. To reset the indicator, press and hold find handset for 5 seconds.

# NOTE

In memory dialing operation, you must press a key within 30 seconds or the phone will return to the standby mode. If you return the handset to the base, the phone will return to the standby mode also.

#### STORING PHONE NUMBERS AND NAMES

Memory Dialing allows you to dial a number using just a few key presses. Your cordless telephone stores up to 20 names/numbers in the handset.

- 1) Press mem, "Select Memory" is displayed.
- Press or weys, enter a two digit number.
   (೨೦೨೦) to select the memory location where you would like to store the number.
- 3) Press mem or select.
- Press mem or select. The following screen appears and a cursor flashes indicating that the display is ready for the name to be entered.

If this screen appears, the selected memory location is already stored. Then you must either edit the entry in this location, delete the entry in this location, or select

- 5) To enter a name (up to 13 characters), use the number keys.
  - See the "Steps for entering names and special characters". (See page 18).
  - Use # /> and #/tone /< keys to move the cursor to the desired location.
  - Use **delete** to delete characters as needed.
  - Press and hold delete to delete all the characters.
  - If a name is not required, go to step 6.

Select Memory 01**)** 02 JOHN DOE

01:(Empty) Press Select to edit

Store Name

▶Edit Memory01 Delete Memory01 Go Back



The pause feature is useful for telephone banking, or sequences that require a pause between digits.

6) Press select . "Store Number" is displayed.

The cursor flashes indicating that the display is ready for the number to be entered.

Store Number

7) Use the number keys to enter the phone number.

The phone number cannot exceed 20 digits.

Use redial /pause to enter a pause in the dialing sequence.

The display shows a "F". Each pause counts as one digit and represents a two second delay of time between the digits.

Use delete to delete digits as needed.

Store Number 8007303456∎

8) Press select You will hear a confirmation tone, and the following screen appears. Memory storage is complete.

For example, if you store a name and number into memory location number 01, the display shows "Memory 01 Stored".

After about 2 seconds, the following screen is displayed.

Repeat steps 2 - 8 to store more numbers.

Memory01 Stored

01**)**Movies 02 JOHN DOE 03 MUM AND DAD

9) Press end to return to the standby mode.



If the next character uses the same number key, you must press (#) / > to move the cursor over.

Otherwise the next time you press the number key, it changes the character that was previously set.

#### STEPS FOR ENTERING NAMES AND SPECIAL CHARACTERS

Refer to the letters on the number keys to select the desired characters.

With each press of a numeric key, the displayed character appears in the following order: Upper case letters first, lower case letters next and finally the number corresponding to the key.

#### If you make a mistake while entering a name

Use \*/tone /< or # / > keys to move the cursor to the incorrect character.

Press  $_{\mbox{\scriptsize delete}}$  to erase the wrong character, then enter the correct character.

To delete all characters, press and hold delete.

For example, to enter **Movies**.

- 1) Pick up the handset. Press emm.
- 2) Enter a number or press  $\bigcirc$  or  $\bigcirc$  keys to select a memory location.
- 3) Press (mem) or (select).
- 4) Press (mem) or (select). (When there is information already stored in the selected memory location, "Edit the Memory XX" is displayed. See page 20 for information on "Editing a Stored Name and/or Phone Number".)
- 5) Press (6) then press (#) /> to move the cursor to the right.
- 6) Press (6) six times.
- 7) Press ® six times.
- 8) Press ④ six times.
- 9) Press ③ five times.
- 10) Press 7 eight times.
- 11) When finished, press mem or select.

To continue to store the telephone number, proceed to step 7 on page 17.

	Number of times key is pressed								
keys	1	2	3	4	5	6	7	8	9
1	1								
2abc	А	В	0	a	Ь	С	2		
3def	D	Е	F	d	е	f	3		
4ghi)	G	Н	I	9	h	i	4		
5jkl	J	K	L	j	k	1	5		
6mno	M	N	-0	m	n	0	- 6		
7pgrs	P	0.	R	S	P	9	P	S	7
8tuv	T	U	Ų	t	U	V	8		
(9 <sub>wxyz</sub> )	W	Х	Υ	Z	W	×	Y	Z	9
	*	#	-	8:	(	)	(blank)	0	



- If you press select before talk, you can confirm the name and the number stored in the selected memory location.
- Whenever you are using a memory menu screen, you must press a key within 30 seconds or the phone will return to the standby mode.

### MAKING CALLS WITH MEMORY DIALING

#### Memory dialing from Standby Mode

- 1) Press mem. The handset displays your programmed memory locations.
- 2) Press  $\bigcirc$  or  $\bigcirc$  keys, or enter the two digit number ( $\bigcirc$   $\bigcirc$  - $\bigcirc$  ) to select the memory location you would like to dial.
- 3) Press talk. "Talk" and the volume setting appear on the display. Then the displayed number is dialed.

≘Taïk∈ 8007303456

02 JOHN DOE

Select Memory 01 Movies



To exit the memory function without dialing, press end . The handset returns to the standby mode.

### **Memory dialing from Talk Mode**

1) Press talk . "Talk" and the volume setting appears.

-Talk- $\Rightarrow$ 

Talk Volume High

- 2) Press mem
- 3) Press  $\triangle$  or  $\bigcirc$  keys, or enter the two digit number (@1-2@) to select the memory location of the desired phone number. The selected number and name is displayed. Then the number is dialed.

4) The phone number in the memory will be dialed when the select key is pressed.

Talk 0:35

Select Memory

8007303456

01⊫Movies 02 JOHN DOE

5) To hang up, press end.

**MEMORY DIALING** 

#### **CHAIN DIALING**

The memory locations on the handset are not limited to phone numbers. You can also store a group of numbers (up to 20 digits) that you need to enter once your call connects. This is referred to as Chain Dialing.

An example of this is a bank account number. Once you have called your bank, and are prompted to enter the account number, press mem and select the location number where the special number has been stored, then press select. Store your special number with an identifying name. (Refer to "Storing Phone Numbers and Names" on page 16.)

#### EDITING A STORED NAME AND/OR PHONE NUMBER

- 1) Press mem, "Select Memory" is displayed.
- 2) Press  $\bigcirc$  or  $\bigcirc$  keys, or enter the two digit number ( $\bigcirc$ 0- $\bigcirc$ 0) to select the memory location you would like to edit, and press mem or select.
- 3) Press (mem) or (select) The following screen appears with the memory location number that you have selected in the display.
- 4) Press ♠ or ♥ keys to select "Edit Memory XX", then press mem or (select). The following screen appears. The cursor flashes indicating that the display is ready for the name to be edited. When a name has not been stored, the cursor appears at the beginning of the second line.

Select Memory 01**⊧**Movies 02 JOHN DOE

01:Movies 8007303456

▶Edit Memory01 Delete Memory01 Go Back

Store Name Movies

- 5) Use the number keys, <code>flone</code> /<, <code>#</code> /> , or <code>delete</code> to edit the name. (See page 18.) To edit only the phone number, skip this step.
- 6) Press mem or select. The following screen appears.

  The cursor flashes indicating that the display is ready for the number to be edited.
- 7) Use the number key, redial or delete to edit the phone number. The phone number cannot exceed 20 digits. (See page 17.)

  If you don't want to change the phone number, skip this step.
- 8) Press mem or select. If you changed either name or phone number, a confirmation display shows up. If it is correct, press key and press select again. You hear a confirmation tone, and the following screen appears. The memory storage is complete.

  For example, if you store a name and number into memory location number 01, the display shows "temory 01 Stored". After about 2 seconds, Select memory is displayed.
- 9) Press end to return to the standby mode.

Store Number 8007303456

Replace Memory? Yes ▶No

Memory01 Stored

01⊧Movies 02 JOHN DOE 03 MUM AND DAD

### **ERASING A STORED NAME AND PHONE NUMBER**

- 1) Press mem, "Select Memory" is displayed.
- 2) Press  $\wedge$  or  $\vee$  keys, or enter the two digit number (@①-②@) to select the memory location you would like to erase.
- 3) Press (mem) or (select).
- 4) Press (mem) or (select) The following screen appears with the memory location number that you have selected in the display.
- 5) Press key to move the pointer down to 'Delete Memory XX".
- 6) Press mem or select. The following confirmation screen appears.
- 7) Press volve key to move the pointer to "Yes".
- 8) Press (select) or (delete). You hear a confirmation tone, and the following screen appears.
- 9) After about 2 seconds, the display returns to the Select memory screen. You may delete the information in another memory location (return to step 2) or press end to return to the standby mode.

Select Memory 01⊧Movies 02 JOHN DOE

01 Movies 02**•**JOHN DOE 03 MUM AND DAD

02:JOHN DOE

Edit Memory02 Delete Memory02 Go Back

Edit Memory02 ▶Delete Memory02 Go Back

Delete Memory02? Yes ₱ No

Memory02 Deleted

01 Movies 02**)** 03 MUM AND DAD



- Rocket Dial is a one touch speed dial key that automatically dials your most important or frequently called number. The number dialed, is a preset number stored by the user.
- Number stored in Rocket Dial is independent from the numbers stored in Memory Dial.
- If the Rocket Dial does not have a stored number, the handset will beep rapidly and the phone will not dial.

## ROCKET DIAL

You can store your most frequently dialed number in the Rocket Dial location. The Rocket Dial allows you to dial a number with one key press. (There is no need to press <a href="talk">(talk)</a>. The phone will automatically dial the number stored.)



### STORING AND EDITING THE ROCKET DIAL

- 1) When the phone is in the standby mode, press and hold <code>Rocket Dial</code> . Following display appears. If this screen appears, there is a number already stored. Press or <code>V</code> keys to select <code>EdithMumber</code>, then press <code>Select</code>.
- Store the number by following step 7 under "Storing Phone Numbers and Names" on page 17.
- Press <u>select</u>.
   You hear a confirmation tone, and the following screen appears. Memory storage is complete.



►Edit Number Delete Number Go Back

Store Number 800

Number Stored

**ROCKET DIAL** 

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## MAKING CALLS WITH THE ROCKET DIAL

When the phone is in the standby mode, simply press (Rocket Dia) . The number stored in the Rocket Dial memory location is instantly dialed.

### DELETING THE ROCKET DIAL

1) When the phone is in the standby mode, press and hold (Rocket Dial) . Following display appears.

▶Edit Number Delete Number Go Back

- 2) Press 🔿 or 💟 keys to select "Delete Number".
- 3) Press select. Following display appears.

Delete Number? Yes •No

- 4) Press key to move the pointer to "Yes".
- 5) Press select or delete.

  You hear a confirmation tone, and the following display appears. After about 2 seconds, the handset returns to the standby mode.

Number Deleted



- If you answer a call before the Caller ID message is received (Example: before the second ring), the Caller ID message will not appear.
- When the call is received via a telephone company that does not offer Caller ID service, the caller's phone number and name do not appear. (This includes international calls.)

## CALLER ID

#### You must subscribe to Caller ID service to use this feature.

When the telephone rings, the Caller ID feature allows you to view the caller's name and phone number on the display before you answer the phone. The handset displays the phone number of the incoming call, the name, and time. Additionally, you can dial the displayed number and store the information for memory dialing.

### WHEN THE TELEPHONE RINGS

1) When the Caller ID message is received, the display shows the caller's phone number along with the date and time. The incoming call information is stored in the Caller ID record.

The date and time received —	-29/09 12:30PM
Caller's name	Jane Smith
Caller's phone number ———	<del>[</del> 5551234

You may receive any one of the following messages:

When invalid data is received "Incomplete Data"
When a private name is received "Private"
When a private number is received (No display)
When a unknown name is received "Unavailable"
When a unknown number is received (No display)
When a call is coming from a payphone (Australia only) "Payphone"
When a overseas call is received (New Zealand only) "OVERSEAS CALL"

**CALLER ID FEATURES** 



- In Caller ID operation, if no key is pressed for more than 30 seconds, an error tone sounds and the telephone returns to the standby mode.
- If a call comes in via a telephone system that does not offer Caller ID service, no information is stored.
- Each message can be up to 15 characters for the phone number and the name.
- The number of calls from the same Caller ID appears next to the received time. Once you view the new message, the number will disappear.

2) When you pick up the phone, the display changes to "Talk". (Auto Talk feature is set to on.)



Data errors appear as " \| ".

## POP UP NAME (NAME TAGGING)

If the desired Caller ID telephone number is **exactly** the same as a number stored in memory, then stored name will also displayed with the incoming Caller ID telephone number. Oversea's calls cannot be name tagged.

### **VIEWING THE CALLER ID MESSAGE LIST**

The Caller ID list stores information for up to 30 incoming calls - even unanswered calls.

Press <u>Cid/menu</u>.
 The summary screen appears. The screen shows the number of new messages and total messages.

Caller ID New :01 Total:02

2) Press 👽 key to display the latest Caller ID message.

29/09 12:30PM 03 Jane Smith 5551234

- 3) Press ♥ key to see the next message. Or press ♠ key to see the previous message.
- 4) Press end to return to the standby mode.

**CALLER ID FEATURES** 



- While using the "Delete All?" or "Delete Message?" screen if no key is pressed for more than 30 seconds, an error tone sounds and the telephone returns to the standby mode.
- If you get an incoming call or page, the deleting operation is canceled and the telephone returns to the standby mode so you can answer the call or page.

### DELETING INFORMATION FROM THE CALLER ID LIST

The cordless phone stores up to 30 messages. If the phone receives the 31st message, the oldest one in the list is automatically deleted. Caller ID data can also be deleted manually.

#### **Deleting a Caller ID message**

- 1) Press  $\bigcirc$  id/menu . Display the message to be deleted from the Caller ID list by pressing  $\bigcirc$  or  $\bigcirc$  keys.
- 29/09 12:30PM 03 Jane Smith 5551234

Delete Message?

- 2) Press delete.
- 3) Press \Lambda or 👽 keys to select "Yes" or "No".
- 4) Press select or delete.

#### When the pointer is at "Yes":

A tone sounds and the Caller ID message is deleted. The next Caller ID message is then displayed.

#### When the pointer is at "No":

The display returns to the Caller ID message.

**CALLER ID FEATURES** 

₽Yes

Νn

## **Deleting all Caller ID names/numbers**

- 1) Press cid/menu.
- 2) Press delete.
- 3) Press ∧ or ∨ keys to select "Yes" or "No".
- 4) Press select or delete.

#### When the pointer is at "Yes":

A tone sounds and all stored Caller ID messages are deleted.

#### When the pointer is at "No":

The display returns to the summary screen.

Caller ID New :01 Total:02

Delete All? Yes ₱ No

> Caller ID Total:00

Caller ID New :01 Total:02

## USING THE CALLER ID LIST

#### Calling a party from the Caller ID list

You can place a call from the Caller ID list. The cordless phone stores up to 30 messages.

- 1) Press  $\bigcirc$  id/menu . Select the phone number that you want to dial by pressing  $\bigcirc$  or  $\bigcirc$  keys.
  - Jane Smith 5551234
- 2) Press  $\bigcirc$  The displayed phone number dials automatically.

Talk 2145551234

29/09 12:30PM 03



You can place a call from Talk Mode. Press 'talk', then press the 'cid/menu' key. Select the phone number that you want to dial by pressing the 'O' row key. Press 'select'.

The displayed phone number will be dialed.



You cannot store a Caller ID message if no phone number appears in the message.

#### Storing Caller ID messages in Memory dialing

Messages shown in the Caller ID list can be stored in memory dialing. Using the incoming call information (i.e., Caller ID list), the phone number of the party on the Caller ID list can be stored in memory.

1) Press  $\bigcirc$  Cid/menu . Select the phone number to be stored from the Caller ID list by pressing  $\bigcirc$  or  $\bigcirc$  keys.

29/09 12:30PM 03 Jane Smith 5551234

2) Press mem.

Select Memory 01**:** 02 JOHN DOE

- 4) Press select.

You hear a confirmation tone, and the number is stored in memory. The display returns to the Caller ID list.

29/09 12:30PM 03 Jane Smith 5551234



If a message has already been stored in the selected memory number location, a confirmation screen is displayed.

Press key to select '\'==' Press select' to overwrite.

The display returns to the Caller ID list.

Replace Memory? Yes ⊮No



Telecom New Zealand customers: this code is already set to "0"

### **SETTING MENU OPTIONS**

**Auto Talk** allows you to answer the phone without pressing the talk button.

If the phone rings when Auto Talk is On, simply remove the handset from the base and the phone automatically answers the call. If the phone rings when Auto Talk is Off, you must press (Talk) to answer the call.

#### "Insert 0 (New Zealand only)"

To correctly display and dial Call ID numbers, you may need to insert a digit at the beginning of your telephone number (eg: in New Zealand, Telecom requires a "0" to be inserted).

**New Zealand:** If you subscribe to Telecom New Zealand, this code has already been set for you to "Insert 0 on". If you subscribe to another telephone company, please set to off.

**Australia:** has already been set to "Insert 0 off".

#### To change these settings:

- 1) Press and hold Gid/menu . The following screen appears.
- 2) Use  $\odot$  or  $\odot$  keys to move the pointer to the selection that you would like to change.

Press select to toggle between "Uri" and "Ufff" for Auto Talk, Caller Name Identification (Name Tag), and Setting Insert Zero (Insert 0).

Press end and return the handset to the base unit to complete the setting.
 The handset returns to the standby mode.

þ	Auto	T	alk	:	Off
	Name	T	a9	:	0n
	Inser	t	0	:	On

ADDITIONAL INFORMATION

## TROUBLESHOOTING

If your phone is not performing to your expectations, please try these simple steps first.

Symptom	Suggestion				
The <b>status</b> LED won't illuminate when the handset is placed in the base.	<ul> <li>Make sure the AC adaptor is plugged into the base and wall outlet.</li> <li>Make sure the handset is properly seated in the base.</li> <li>Make sure the charging contacts on the handset and base are clean.</li> </ul>				
The audio sounds weak and/or scratchy.	<ul> <li>Make sure that the base antenna is in a vertical position.</li> <li>Move the handset and/or base to a different location away from metal objects or appliances and try again.</li> <li>Press Channel to help eliminate background noise.</li> <li>Make sure that you are not too far from the base.</li> </ul>				
Can't make or receive calls.	<ul> <li>Check both ends of the base telephone line cord.</li> <li>Make sure the AC adaptor is plugged into the base and wall outlet.</li> <li>Disconnect the AC adaptor for a few minutes, then reconnect it.</li> <li>Change the digital security code (see page 11).</li> <li>Make sure that you are not too far from the base.</li> </ul>				

Symptom	Suggestion
The handset doesn't ring or receive a page.	<ul> <li>The battery pack may be weak. Charge the battery for 15-20 hours.</li> <li>The handset may be too far away from the base unit.</li> <li>Place the base unit away from appliances or metal objects.</li> <li>Change the digital security code (see page 11).</li> </ul>
Severe noise interference.	<ul> <li>Keep the handset away from microwave ovens, computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.</li> <li>Move to another location or turn off the source of interference.</li> </ul>
The Caller ID does not display.	<ul> <li>The handset was picked up before the second ring.</li> <li>The call was placed through a switchboard.</li> <li>Call your local telephone company to verify your Caller ID service is current.</li> <li>Charge the handset.</li> </ul>
If you still have a problem.	www.uniden.com.au or www.uniden.co.nz

## WARRANTY

#### **One Year Limited Warranty**

Important: Evidence of original purchase is required for warranty service.

Warrantor: Uniden Australia Pty Limited ABN 58 001 865 498

Uniden New Zealand Limited

**ELEMENT OF WARRANTY:** Uniden warrants to the original retail owner for the duration of this warranty, its XS215 (hereinafter referred to as the Product), to be free from defects in materials and craftsmanship with only the limitations or exclusions set out below. Only available in the original country of sale.

WARRANTY DURATION: This warranty to the original retail owner only, shall terminate and be of no further effect 12 months after the date of original retail sale. This warranty will be deemed invalid if the product is; (A) Damaged or not maintained as reasonable and necessary, (B) Modified, altered or used as part of any conversion kits, subassemblies or any configurations not sold by Uniden, (C) Improperly installed, (D) Repaired by someone other than an authorised Uniden Repair Agent for a defect or malfunction covered by this warranty, (E) Used in conjunction with any equipment or parts or as part of a system not manufactured by Uniden.

**PARTS COVERED:** This warranty covers for one (1) year, the Base/Charging Unit and Handset only. All accessories (AC Adaptor, battery etc.) are covered for 90 days only.

STATEMENT OF REMEDY: In the event that the product does not conform to this warranty at any time while this warranty is in effect, the warrantor at its discretion, will repair the defect or replace the product and return it to you without charge for parts or service. THIS WARRANTY DOES NOT COVER OR PROVIDE FOR THE REIMBURSEMENT OR PAYMENT OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. THIS GUARANTEE IS IN ADDITION TO AND DOES NOT IN ANY WAY AFFECT YOUR RIGHTS UNDER THE CONSUMER GUARANTEE ACT.

**PROCEDURE FOR OBTAINING PERFORMANCE OR WARRANTY:** In the event that the product does not conform to this warranty, the Product should be shipped or delivered, freight pre-paid, with evidence of original purchase (eg. a copy of the sales docket). to the warrantor at:

UNIDEN AUSTRALIA PTY LIMITED SERVICE DIVISION 345 Princes Highway, Rockdale NSW 2216 Ph (02) 9599 3577 Fx (02) 9599 3278 Ph: 1300 366 895 UNIDEN NEW ZEALAND LIMITED SERVICE DIVISION 150 Harris Road, East Tamaki, Auckland Ph (09) 273 8377 Fx (09) 274 4253 Ph: 0800 4 UNIDEN (864 336)

www.uniden.com.au

www.uniden.co.nz the Product freight pre-paid to their nearest

Customers in other States should ship or deliver the Product freight pre-paid to their nearest Uniden Authorised Repair Centre. See Unidens Website for the nearest Repair Centre.

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